

V-ALERT PROJECT

OpenSim & Game User Guide

PART I. Getting Started

Step 1. Follow the link: <http://193.108.160.203:9000/wifi/> to login into the project's web site. In the project's home page you can a) create account (figure 1), b) download viewers to access V-Alert's virtual world (Kokua, Singularity and Firestorm) c) visit V-Alerts websites by following links (V-Alert Project & V-Alert@Facebook).



Figure 1: V-Alert Home Page

Step 2. Figure 2 illustrates the page that appears when following the “Create Account” link. It is recommended to fill out the form entirely. It is advised to use a single word for first and last name. At this page you can choose your avatar (inside the virtual world you will be able to completely change his appearance).



The interface for creating a new account in the V-ALERT Mainland virtual world. It features a dark blue background with the VALERT logo in the top left and 'V-ALERT Mainland' in the top right. On the left, a form titled 'Create new account' includes fields for 'First Name: (*)', 'Last Name: (*)', 'Email:', 'Password: (*)', and 'Retype password: (*)'. Below these is a 'Type of avatar:' section with radio buttons for 'Female', 'Male', 'Neutral', 'Girl', and 'Boy', and a 'create' button. A red circle highlights the entire form area. To the right of the form are four vertical panels, each displaying a 3D avatar model in a grassy field: a female in a blue top and jeans, a male in a white shirt and jeans, a male in a black t-shirt and pants, and a female in pink overalls.

Figure 2: Create new account

The viewers that have been chosen are either Kokua or Firestorm (they have very similar environment and are easy to use). The viewer's settings are preconfigured for the testing processes in a way someone to fully exploit the facilities of the implemented virtual world.

Figure 3 illustrates Firestorm's login page, where you insert the username and password that have been administered (at the project's create account page). You have the option to store your password and to choose the place to log in into the world. The Grid has been preconfigured and is V-Alert's Mainland.

The login page for the Firestorm virtual world. The top half shows a 3D scene of a virtual city with buildings, flags (including the EU flag), and a body of water. Below the scene is a 'LOG IN' section with fields for 'Username:', 'Password:', 'Start at:', and 'Log into Grid:'. The 'Username' field contains 'Gi Ntok @ V-ALERT Mainland'. The 'Start at' field has a dropdown menu showing 'Last location'. The 'Log into Grid' field has a dropdown menu showing 'V-ALERT Mainland'. There are 'Log In' and 'Remember password' buttons. Links for 'Create an account' and 'Forgot your username or password?' are also present.

Figure 3: Firestorm's login page

By selecting **Log In** your avatar is landed into V-Alerts initial region (Figure 4). The main aim is to familiarize with the avatar movements and the camera control. You can control your avatar movement and the camera either using the keyboard or the mouse.



Figure 4: Kokua's Initial Region

Try to investigate the initial region by moving around your avatar. Maybe the easiest way to move around is to use keyboard's arrow keys. The movement modes are: walk, run and fly. The default mode is walk the other options are available when clicking the button illustrated at figure 5.

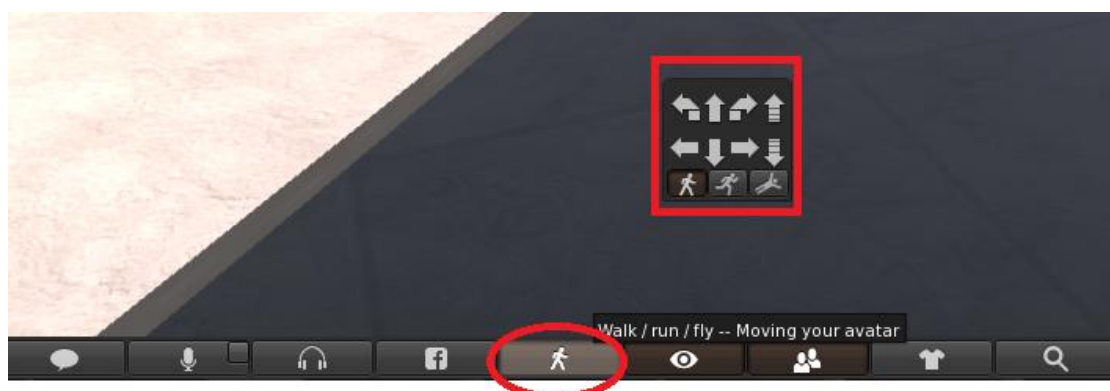


Figure 5: Walk/Run/FLy



Analytically, the keyboard movement controls and the steps needed to move your avatar using your mouse are illustrated at Figure 6.

MOVEMENT CONTROLS	
Key	Function
A or Left	Turn left
Shift-A or Shift-Left	Move left
C or PgDown	Crouch / Fly down
D or Right	Turn right
Shift-D or Shift-Right	Move right
E or PgUp	Jump/Fly up
F or Home	Fly on/off
S or Down	Walk backward
W or Up	Walk forward

Figure 6: Movement Controls using the Keyboard

There is the option to move your avatar using the mouse. First, you can **left click your avatar** to guide its direction, while using the **arrow keys** or **WASD** to walk.

To move around the virtual world and explore all the items of the world you need to handle the camera. The key button is “ALT” as illustrated at Figures 7 and 8.



CAMERA CONTROLS

Key	Function
Alt-up/down arrow	Zoom camera
Alt-left/right arrow	Rotate camera left/right
Alt-Ctrl-up/down arrow	Rotate camera up/down
Alt-Ctrl-Shift-arrows	Pan camera

Alt – E/C : Rotate Camera Up/Down

Figure 7: Camera Controls using the keyboard

Key/Mouse Combination	Function
Alt-Left Click	Zoom: You can control the degree of zoom by left clicking the spot, then moving your mouse forward or back. Side-side motion on the mouse will rotate the camera round the selected spot.
Ctrl-Left-Click	Orbit: Rotates the camera around the selected spot on screen.
Shift-Ctrl-Left-Click	Pan: Move the camera laterally or front-back, but without zooming or rotating.
Shift-Ctrl-Alt-Left click	Pan: move the camera up or down.

Figure 8: Camera Controls using your mouse

Resetting Camera

- To return your camera to your preferred position, press **Esc**.



- If you find that your camera is zoomed in or out too far, use **Ctrl-9** to reset the zoom level.

At Figure 9 some keyboard shortcuts for the avatar control are illustrated.

AVATAR MENU	
Key	Function
Ctrl-Q	Avatar → Quit
Ctrl-Alt-S	Avatar → Movement → Sit Down
Alt-Shift-H	Avatar → Show HUD Attachments
Ctrl-P	Avatar → Preferences
Ctrl-Alt-P	Avatar → Movement → Move Lock
Ctrl-I	Avatar → Inventory
Ctrl-Shift-I	Avatar → Inventory (additional window)
Ctrl-Shift-S	Avatar → Snapshot

Figure 9: Avatar Menu Controls

PART II. Discover the V-Alert Initial Region

The area you are landed after logging through Firestorm or Kokua to the V-Alert Mainland is the V-Alert's initial region. Figure 10 illustrates the place that the avatar is landed.



Figure 10: Avatar Landed into V-Alert Mainland

The first step that the user has to do is to register in Moodle (Figure 11). The avatar interacts with any object inside the world by clicking the mouse into it. To observe the object and read all label the avatar's position and camera need to be properly configured.



Figure 11: Moodle Registration

By interacting with the Registration Booth (Figure 11) the user is transmitted to a web page where someone by following instructions can register to Moodle (Figure 12).

Figure 12: Moodle Registration

At the registration page (Figure 13) please try to give your real personal information since the implemented recommender system that the project uses suggests the educational material or the “help” given through the game depending upon this information.

When you finish the registration to Moodle, touch Registration Booth (Figure 11) again to Login at Moodle’s site and enrol your avatar to the course.

▼ Other fields

Gender* Male ▼

Age*

You are a:* School Student (primary or secondary education) ▼

I have much previous experience with computer games* Επιλέξτε... ▼

I have much previous experience in 3D virtual worlds through a computer:* Επιλέξτε... ▼

How confident would you say you feel while performing online transactions, such as online purchases, payments or bank transfer through e-banking?* I do not know ▼

Figure 13: Moodle Registration

The second object that the avatar meets in the initial area of V-Alert is a stand with images (illustrated at Figure 14). By interacting with any of the images (by clicking the mouse) the avatar is teleported to the illustrated picture (i.e. the Information Room). Another way to teleport to specific regions is to use the map of the viewer. The “map” button is located at Firestorm’s bar as shown at Figure 15. By clicking the map a screen similar to figure 16 appears at the viewer and by clicking with the mouse at an area of the map, our avatar is automatically teleported. Figure 16, also shows other useful buttons, such as **Nearby Chat** (useful to depict history), **Conversation button** (to communicate through chat with other users), **Moving Modes** and **Camera Control**.



Figure 14: Teleporting to different areas



Figure 15: Firestorm's bar – Activate MAP of the world

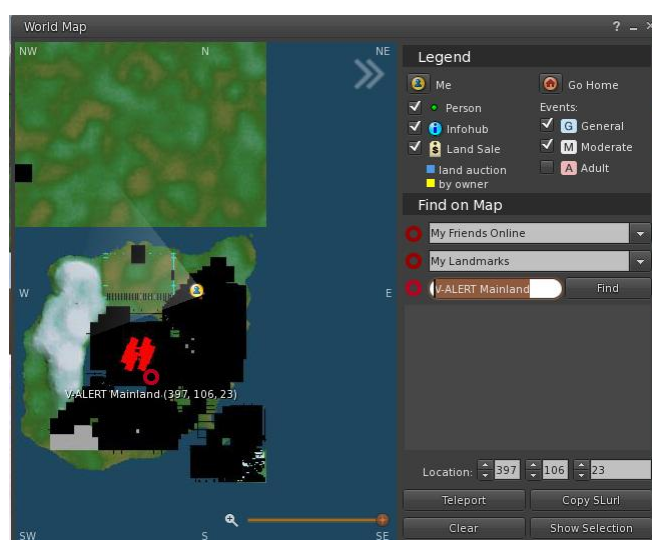


Figure 16: Using the MAP

One button that probably all users will use is the Inventory Button, also located at Firestorm's bar.

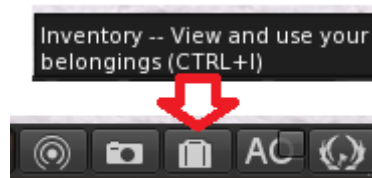


Figure 17: Inventory Button

The inventory is the place where all the avatar's belongings are stored for example notecards as illustrated at Figure 18 or Landmarks which are areas that the Avatar can teleport to.

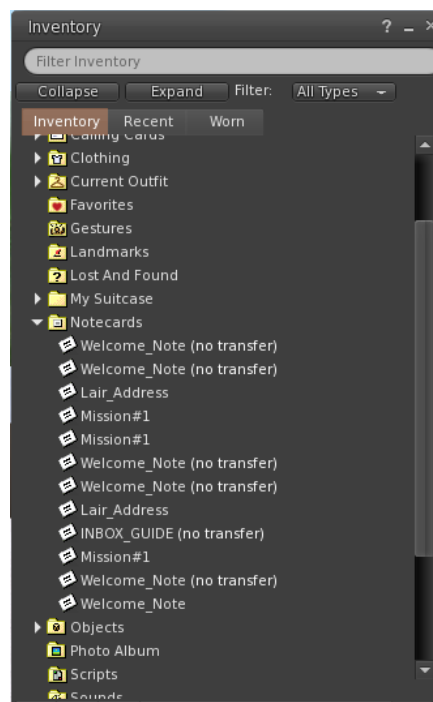


Figure 18: View of the inventory showing the Notecards

Moving around to the initial region of the V-Alert gives you the opportunity to familiarize with the avatar's movements, camera control and help users interact with the world's objects. To get teleported to the "Phishing Scenario" please find the object illustrated at Figure 19.



Figure 19: Teleport to Phishing Area

We hope that you enjoy your stay at the World and become wiser concerning Internet Security issues.



PART III. Additional information

The following is a list of recommended tutorials:

Moving and Viewing

Moving and Flying: <http://www.youtube.com/watch?v=EK2bczvyHoM>

Advanced movement control: <http://www.youtube.com/watch?v=bL877z9uNrs>

The mini-map: <http://www.youtube.com/watch?v=zmEeVrX-qMs>

The world map: <http://www.youtube.com/watch?v=gpOYwHT7Xag>

Teleporting: <http://www.youtube.com/watch?v=HL5aqEERlrl>

Camera Control: <http://www.youtube.com/watch?v=1gDD13njjCE>

Interaction with others

Chat: <http://www.youtube.com/watch?v=thBdLhXkzEQ&feature=channel>